ADVENTURE TIME: FIONNA & CAKE
PART 2: "SIMON PETRIKOV" – outline
Pendarvis, Nyström, Tsang, Burch, Muto

ACT ONE

1) Post-apocalyptic City. SIMON PETRIKOV and YOUNG MARCELINE are running from something scary. They hide in a sewer drain and try to keep quiet. Some Goo Zombies move above them groaning. Simon's hand hovers over the Magic Crown hanging from his belt. Marcy grabs his hand to hold it, and stops him from using the crown. The Goo Zombies move on. They're safe for now. Simon: "Wow, this is one of the nicest sewers we've been in!" M: "It's stinky." S: "No, that's me, darlin'." Marcy notices her overall strap button has come loose and tries to fix it. Simon sees her struggling and takes out a travel sewing kit from his inner jacket pocket. He picks her up and sits her on a pipe, and starts sewing Marcy's button back on. Marcy: "What would I do without you?" Simon comforts her, "Oh, you would be just fine, I promise. Better than fine! You're so great, Marceline, someone else would find you … and take care of you. Maybe someone rich! Yeah, and you'd be living in a castle with trained squirrels to attend to your every need ... as for me..." he looks down and sees Marcy's asleep. The crown weighs heavier at his side.

2) Cut to: Simon lies awake in bed staring dead-eyed in the dark, seems like he's been up for a while. It's quiet in his regular 20th century city apartment. The alarm goes off and he silences it immediately. He puts on his glasses and turns on the TV. An episode of *Cheers* plays. The last snippet of dialogue from a cold open, then we hear the *Cheers* theme song play over a montage of Simon getting ready for his morning. A horizontal line of light rises, brightening Simon/the room from bottom to top (like someone opening a window shade). Simon makes breakfast. Something rustles inside the covered birdcage behind him. Simon shoots a look at the cage and whatever it is stops moving. Simon keeps going with his day. He loads a dishwasher with a single dish, fork, cup, and turns it on. He joylessly whistles along to the song while ironing his shirts and pants, "Wouldn't you like to get awaaaaaay?" He sighs and looks off into the distance. The iron slows and the pants start to scorch. Someone off screen clears their throat and asks, "Is that supposed to happen?"

3) Pull back to reveal there's no wall on the front of the building and Simon's being watched by a group of 5-6 people (some kids and their parents). Simon's a human tourist attraction, a historical exhibit for the futuristic humans who have moved to Ooo. A sign reads "*Authentic 20th Century Man in his Historical Surroundings.*" Simon: "What?" A kid asks again if the burning is a part of the ancient ironing ritual. Simon catches himself, "Oh, shit." He pulls the iron off and hides the burnt pants. Simon realizes he's got a job to do and introduces his home, giving a scripted introduction "Greetings, visitors. My name is Simon Petrikov and I'm an antiquarian living in the late 20th century. Happy to answer any questions you might have." The hand of an EAGER KID shoots up immediately but Simon ignores her. A DOG TOURIST with

a translator collar asks, “What’s that?” pointing towards a phone. S: “You know, in the 20th century, you dogs couldn’t *talk*.” Dog: “Answer the question!” Simon explains it’s a phone. Tourist#2: “What’s that?” S: “That’s also a phone. It’s shaped like a football but it’s a phone.” Tourist#3: “Is this also a phone?” S: “It’s a blow dryer.” T: “Why isn’t it a phone?” Simon keeps skipping over the Eager Kid with her hand up. Flummoxed by the last dumb question, Simon reluctantly calls on the kid. Kid: “What was it like to have ice powers!” Simon: “Uh … our 20th century refrigerators had freezer compartments, many of which made their own ice.” Kid: “Why did you stop writing Fionna and Cake?” Simon tells the kid to stop pestering him about it. “Look I told you yesterday and the day before that, I didn’t write those. The ‘Ice King’ wrote those. But if you’re interested in reading something actually good, I wrote a book about ancient artifacts.” Simon holds up a giant tome. No one’s interested. The kid tells another member of the tour group that Simon is the Ice King and that he used to be a really cool wizard, but then his girlfriend made the ultimate sacrifice and turned him back into this sad guy with no powers at all. The kid asks Simon to at least sign her Fionna and Cake book. Simon reaches out for the book, echoing the Ice Prince image of reaching for Fionna from Fionna’s dream (**we maybe even hear a faint echo of the ice melody from Ep.1**). He looks at the hand-drawn images of F&C decorated with glitter glue (cover art by Ice King) and tosses it into a garbage can nearby. The kid is shocked and bursts into tears.

4) Simon scratches the back of his head - he feels bad and is about to apologize when he’s interrupted. Dog Tourist: “What’s under here? What’s that?” The Dog Tourist has wandered into his apartment and sniffs at the covered birdcage, about to pull off the cover. Simon yanks him away, “That’s private!” (the cover, for the attentive, is the same magic carpet that Betty Grof used in the original series). Dog: “Hey! Let go of me!” Simon accidentally tugs off the dog collar, which falls to the ground. S: “Sorry!” The dog barks at him. Simon feels like he’s about to unravel. “Sorry, everybody! The exhibit is closing early today! Please leave.” He rushes to the bathroom, about to have a panic attack. Tourist: “What are you doing now?” Zoom out to reveal the bathroom is also lacking a fourth wall and tourists are watching him from outside. The kid cries. S: “Walls down!” The open walls to the apartment close like a garage door, hiding Simon from view. The kid keeps crying. Tourist: “People in the 20th century were tranches.”

5) Once alone, Simon takes a few deep breaths and comes back from the edge. He opens up his linen closet. The inside has been converted into a makeshift shrine to Golb (a deity), filled with magical objects like the Enchiridion and the waving snail’s shell. Simon picks up a Golb statue and hears an evil chuckling from the birdcage. Simon stops himself, his face visibly anguished. He puts everything away in a rush.

ACT TWO

6) Cut to: Dirt Beer Guy’s place. It’s a homey tavern with a few regulars seated at the bar and in booths. Simon walks in and no one really notices. He sits at the bar and orders his “usual.” DBG grabs a glass and fills it with a scoop of ice. Simon doesn’t want to have anything to do with ice

anymore: “No Ice! No more ice, ever!” DBG: “All right, straight up, you got it.” He empties the glass of ice and fills it with liquid, olives and cocktail onions. DBG asks if he should put it on Simon’s tab. Simon says yes, but then changes his mind. He’s finally gonna close out. Simon opens his wallet to pay DBG, and looks at a photo inside (we don’t see what it is yet). DBG asks Simon what’s up, he seems tense. S: “No, everything’s fine. Same old same old.” DBG shyly asks Simon if he’s had a chance to read the latest *Joe Milkshake* manuscript he gave him to look over DBG: “No pressure, I wouldn’t even bother you about it, but your old stuff is such an inspiration to me.” Simon cuts him off, scratching the back of his head. S: “I don’t wanna talk about that” It’s the second time today someone’s brought up F&C, he can’t escape his past. DBG: “You should be proud of it.” Simon feels a metal hand on his shoulder. Finn: “You know, I really came around on those stories, Jake loved them.” We reveal Finn has been sitting at the bar with Jake’s adult son TV. He overheard Simon talking to DBG. Finn: “Why are you so mad about it? What's the big deal?” S: “I can’t relate to Fionna and Cake. I can’t relate to any of this anymore!” Simon waves his arms, motioning to the air. F(sympathetically): “Sorry...” A quiet moment passes while Simon stirs his drink. Simon admits shamefully: “I used to dress up like Ice King… after I became me again.” F: “oh…” Another moment passes. F: ”Have you talked to Marcy about it?” Simon: “Nah, I didn’t want to freak her out. I don’t know... I missed being Ice King. Things felt simpler. I was too stupid to understand how screwed up I was.” Finn nods. S: ”But even that stopped working after a while. Everyday is just an unending slog towards… what?” Finn doesn’t like where this is going. He slams the table. F: “A quest!” S: “Huh?” Finn knows just the thing that will make Simon feel better. “Let me take you to the edge of death so you can feel alive again!” Finn says cheerfully.

7) Cut to Simon screaming and crying and begging for mercy. Finn’s climbing up a jagged cliff face, Simon’s below, dangling off of Finn on a rope, as flying monsters swoop at them. F: “Eh, maybe we can take it down a notch and do a quest.” Cut to: Simon blindfolded and walking in the woods. He asks if the blindfold is really necessary. Finn says it is. Simon runs into a tree. S: “Why didn’t you tell me about the tree?!” F: “What tree?” Simon removes his blindfold to find that Finn is also blindfolded. Finn explains that he attracts adventure and danger. He trusts fate and the invisible forces of the universe to guide them to where they need to be. Finn takes his blindfold off and recognizes that they’re in the ancient part of the forest. There are weird noises and something seems to be flitting through the trees. Huntress Wizard’s mentioned this eerie place to Finn before F: “She calls it “The Heart of the Forest.”” S(nervous): “Yeah? What did she say about it?” F: “She said no one should never ever ever ever go here. Let's set up camp!” Finn directs Simon to go catch some fish while he builds a fire.

8) Cut to the river, where Simon’s on edge as he tries to spearfish. It’s a weird forest. Vines are crawling around. Simon sees some movement in the water and stabs. He ends up poking a giant monster Mudskipper that looks primeval, almost like some sort of mythical sea serpent, and is covered with strange, verdant growths. The eel attacks him. Simon’s helpless and screams. Suddenly, Finn lets out a battlecry. Reveal him crouched in the tree above Simon with a giant

sharpened log. He jumps in and stabs the mudskipper in the brain. Finn (to Simon): “Great job, bait. Feelin’ alive yet?” Simon is still shuddering. Finn kisses the dead mudskipper and thanks it for its sacrifice.

9) Cut to later. The fish is cooking on the fire. Simon shows Finn how to make “cowboy coffee,” tossing in a crushed eggshell to clarify the brew. F: “Neat! How’d you learn to do that?” S: “It might surprise you to know that I used to be quite the outdoorsman in my day.” Finn nods approvingly and gulps down his cup of coffee. Simon seems to be reminded of something, “Betty and I used to go camping... *sigh* Betty.” Simon’s mood turns sad. Finn worries that talking about Betty will just make Simon sad again, “talking about dead people gets you nowhere.” Finn says the fire’s going out and tells Simon to go gather some more firewood. Once Simon leaves, Finn compliments himself about helping his friend, “Yeah, just keep busy. Don’t think about the bad stuff and everything will be fine.” Something watches Finn from the woods and moves off into the darkness.

10) Simon walks through a marshy area, picking up a few sticks. He runs headlong into a spiderweb. He backs away from it and gets slapped in the face by a branch and falls in the mud. S: “What am I doing out here?” There is no reply from the forest. Simon looks back at the sticks in his hand, they’re muddy now so he can’t use them. S: “Right.” There aren’t a lot of sticks on the ground so he breaks some small twigs off of a dead tree. Ahead, he sees a huge thorny bush with lots of dead branches sticking out. As he reaches for a branch a monstrous green bear jumps between him and the bush.

11) The bear snarls, ready to attack. Simon panic remembers some bear advice, “uh, buh-buh-Bear Mmah - Make yourself bigger!” Raising his hands up, Simon yells and bashes sticks together. The bear magically grows four times as large as it was before. Simon screams. Finn arrives and sees Simon swinging a branch at the bear. F: “Heck yeah! Go, Simon!” Simon swings at the bear's face, but it grabs the branch with its jaws, and wrenches it out of Simon’s hands. Simon backs into a tree and is cornered. The bear winds its arm back and is about to take off Simon’s head with a blow when Finn jumps in and grabs its arm. The bear turns its attention to Finn and attacks him instead.

12) Finn’s fighting the Green Bear in an impressive display of prowess. He scrambles around its body, evading every counterattack. Simon, slumped against a tree, frets and calls out to Finn “Be careful..!” Finn wrestles the bear into a position where Simon can attack it. He throws a serrated hunting knife into the ground at Simon’s feet. F: “You got this, Simon! Stab him in the heart!” Simon picks up the knife, freaks out and swings wide, missing completely. The bear grows another arm and slashes at him, ruining his beautiful jacket. Finn sees Simon’s bloodied arm and realizes he might have miscalculated Simon’s quest-readiness. Finn wraps his legs around the Green Bear’s neck and applies a chokehold. The bear writhes and then passes out, flinging Finn

into the huge thorny bush. Simon is shaken as he helps Finn up. He notices that Finn is scratched up from the bush. His injuries are green around the edges. S: "You should get that looked at." Finn blows off his advice, "It's probably nothing. How about you? Are you fixed?" Simon hesitates answering but then puts on a smile. He assures Finn that he feels much better. He'd like to go home now. Finn offers to walk Simon partway.

ACT THREE

13) At the edge of the forest, they come to a forking path as the sun sets. Finn says he's going to stop off and see Huntress Wizard. F: "Just follow the river from here, Simon. It'll take you right back to where you want to be." S (distant): "Yeah, right ..." F (oblivious): "No, for real. The Human City is that way." He points. Simon walks alone in the woods, following the river back towards his apartment in a long moody sequence. We hear a song (not Simon singing, just a soundtrack song, written by Rebecca Sugar!). He doesn't pay any attention to the fantastical beings or landscapes. A beautiful dragonflies by above him. He waves a couple of fairies away from his face like they're mosquitoes (they resemble the roller derby players from episode one). Simon passes near a YOUNG GIRL leaping to grab a weird magical fruit from a tree. Young Girl: "I can't reach!" Simon runs over to help but an old BEARDED WIZARD rises out of the ground. Simon sees that the young girl is also a wizard (and also bearded). The old Wizard leviates the girl up to pluck the fruit. She laughs and hugs the old wiz and they bump beards. Simon gets a wistful look. He pulls out his phone to make a call to MARCELINE. Marcy picks up: "Simon!" Before he even gets a chance to ask how she's doing, Marcy excitedly tells Simon that she and PB are getting tattoos. We intercut this phone call with Marceline and PB at a tattoo parlor. It's not going well because Marcy's skin keeps healing over. She laughs about it. M: "How you been. how's work?" S: "I made a little girl cry." Marceline doesn't hear the answer, the tattoo parlor is too loud and boisterous. M: "Sorry, didn't catch that!" Simon doesn't want to bring her down, he tells her he's good. Simon asks, "Hey, you're doing all right, right?" Marcy's gotta go because the tattoo guy is getting pissed - PB's arm is gumming up the machine. Marcy: "Let's hang out soon, for real!" She hangs up before Simon can answer. Simon (to no one): "Yeah." Alone again, Simon keeps walking towards the Human City. It's dark and depressingly quiet now.

14) Simon returns to his dark apartment. He turns on a standing lamp, and the light illuminates the glitter glue on the F&C book sitting in the trash. Simon plucks the book from the trash and knocks some coffee grounds off of it. He opens it and reads a few sentences aloud, "Fionna didn't know what lay at the bottom of the haunted well… but she knew there was only one way to find out." He closes the book and nods "yeah." He tosses the book back into the trash and walks towards his linen closet, absentmindedly scratching the back of his head with both hands. A cackle emits from the birdcage: "Bury the past or even burn, the suffering you can't unlearn!" Simon walks up to the birdcage and pulls the carpet off. Reveal EVIL CHOOSE GOOSE from the end of Wizard City. S: "Shut up or I'll stuff you." ECG: "Stuff me with lemons and savory

spices/ It won’t snuff your existential crisis.” Simon looks at the carpet in his hand. sighs. Then looks determined.

15) Simon opens the linen closet and sets out the totems (The Enchiridion, the waving snail’s shell, the magic carpet) creating a magic circle. He places the last items in the center, a hand carved statue of Golb and a photo of Betty. Simon hooks jumper cables up to Evil Choose Goose. He sits in the circle and starts chanting and doing Betty’s arm-waving dance from the AT finale. S: “Reveal the path and grant me passage.” Hints of a portal start to form in front of him as glowing red shapes. Simon struggles to open up the portal, but it’s still only fluttering in and out of space. ECG: “The portal won’t open, you massive fake. You belong in the trash with Fionna and Cake.” The portal in front of him starts to disappear. Simon: “No, no, no. Shut up!” He quickly chants again, but no red portal appears. Unbeknownst to him, blue sparks are fizzing in the back of his head. Simon’s despondent, he thinks his ritual has failed. A glowing blue portal has fully formed in the back of his head. Suddenly, CAKE the CAT shoots out of it and lands in Ooo. Simon and Cake stare at each other in shock and awe. A mysterious sound starts blaring.

16) Cut to: a mysterious yellow and pink room (that we’ll come to know as The TIME ROOM) a strange alarm is going off.

TO BE CONTINUED…